

Electronic and Electrical Engineering with International Study

University of Strathclyde

Content

Electronic and Electrical Engineers invent, design and operate the technology and systems that underpin today's high tech society.

Year 1: electronics, electrical engineering, analogue and digital circuits, maths and computing; practical labs and project work introduce design and build activities.

Year 2: topics such as digital electronics, electromagnetism, and engineering design and manufacture develop core engineering skills.

Year 3: specialist subjects in signals and communications systems, engineering innovation, and digital technology design.

Year 4: individual design project in your chosen specialism and selection of classes including multimedia systems, power electronics and robotics; year abroad for those on the MEng International Study stream

Year 5 (MEng only): group design project to build a prototype system to showcase at the end-of-year industry exhibition; choice of advanced topics including renewable energy technologies, digital communications and embedded systems.

Start Date

October

Qualification

Degree

Study Method

Full time

Award Title

MEng

UCAS Code

H6L2

Course Length

5 years

Faculty

Faculty of Engineering

Department

Electronic and Electrical Engineering

Entry Requirements

2026 entry requirements

Standard entry:

5 Highers at AAAAB including Maths at A and Engineering Science or Physics plus English at National 5 (Higher preferred). Advanced Higher Maths and Physics recommended.

Widening access entry:

4 or 5 Highers at ABBB or BBBBB including Maths and Engineering Science or Physics plus English at National 5 (Higher preferred). Advanced Higher Maths and Physics recommended.

A Foundation Apprenticeship is accepted in place of a non-essential Higher.

SCQF Level

11

Progression Routes

«ProgressionRoutes»

Combination Courses

«htmlCombinationCourse»

«htmlCombinationUCASCode»

Address

16 Richmond Street
Glasgow
Glasgow City
G1 1XQ

Website

www.strath.ac.uk